REMARKS

Claims 1 through 18 continue to be in the case.

The Office Action refers to Drawings.

10. The drawings filed on January 20, 2000 stand objected to by the examiner.

Applicants have submitted on March 18, 2002 :

2 sheets of clean version of corrected drawings (Figs. 1 and 2), and

2 sheets of corrected drawings with corrections in red (Figs. 1 and 2).

The corrections have been made in the drawing according to the Examiner's remarks and it is believed that these drawings meet the requirements of the prior Office Action.

The Office Action Responds to the Amendment.

The Office Action states that applicant failed to submit an argument under the heading "Remarks" pointing out disagreements with the Examiner's contentions.

Applicant apologizes that the response filed January 18, 2002 did not have the depth which would have been desirable. Unfortunately, it was not possible to provide within the relatively short time period for response set in the prior Office Action the depth desirable for a response.

However, applicant has filed on March 18, 2002 a Supplemental Amendment which is believed to provide substantial depth in its response to the contentions of the examiner.

The Prior Office Action refers to Claim Rejections - 35 U.S.C. § 102.

I. Claims 1-8 stand rejected under 35 U.S.C. 102(e) as being clearly anticipated by Vancura.

Vancura according to the Office Action discloses Gaming Machines with Bonusing. In his game he teaches the playing of a bonus game in a secondary machine adjacent to a primary machine.

In contrast, the subject matter of the present invention relates to a slot machine which is incorporated in a network of computing devices. The slot machine of the applicants comprises a first game plane and a second game plane. The rotating bodies can be started up again and again as many times desired up to reaching a maximum winning function within a predetermined time window in the second paying plane. The recited art Vancura teaches neither the object of the present invention nor the method steps forming the basis of the present invention.

The reference Vancura teaches in US-Patent 6,033,307 a game playing apparatus, which is connected. A base game is run at the initial slot machine. If a particular winning combination is obtained , the won game payout can be staked at a subordinated second slot machine or, respectively, the bonus win value is played out.

This clearly points to the basic inherent difference between the present invention and the teaching of Vancura.

It is known from the state of the art reference Vancura that a first independent game unit and a second independent game unit are required. The first (initial) game unit and the second subordinated game unit are disposed spacially separated from each other. In order to play out the bonus according to the Vancura reference, the player has to leave his initial game machine and has to transfer to the subordinated game machine.

The reference to column 18, lines 22 to 24 of the Vancura reference teaches only that the first game automat operates like a standard conventional game machine, even though any arbitrary suitable game automat can be employed. A preselected combination of symbols on a number line of the first game machine delivers a bonus qualification signal for activating a neighboring second bonus game automat.

The Office action further refers to the Vancura reference, column 17, lines 44 through 54, where it is taught that a game player has the possibility to interact with the course of a game by depressing a stop key. The present running of the circulating bodies can be stopped by actuation of the stop key.

The operation according to the present invention is completely different from the elements and steps of Vancura. The game player can start any number of times as desired with the playing, contrary to the teaching of Vancura. According to experience the game player is furnished by the present invention machine with a sufficient time interval. During this time interval, the game player can restart the motion again of the stopped circulating bodies in order to obtain a desirable winning combination.

Applicants urge that the reference Vancura in fact teaches away from the present invention. Vancura teaches to employ a spacially separately disposed machine. A stopping feature is to be furnished on the second machine, which can be actuated by the player.

Applicants respectfully disagree with the statement of the Examiner that a secondary machine and a primary machine disclosed by Vancura (US 6,033,307) are the same gaming machine as a coin actuated entertainment automat or a networked coin actuated entertainment automat with master or slave function disclosed in the present invention.

Vancura (US 6,033,307) teaches a method for playing a bonus game in a secondary slot machine 20 where the secondary slot machine 20 and a primary slot machine 10 are on-top of each other, side-by-side to each other, or near each other whether in the same housing or in separate housings. The primary slot machine 10 and the secondary slot machine 20 are separate gaming machines according too Vancura despite the fact that they may be installed in the same housing. The primary slot machine 10 of Vancura communicates over communication path 30 to the secondary slot machine 20 when a bonus qualifying event occurs (pg. 4, ln. 17-37 and fig. 1). The primary slot machine 10 is required for playing a base game and determining if the bonus qualifying event occurs. The secondary slot machine 20 is required for playing the bonus game. It is impossible to play the bonus game on the primary slot machine 10 only or to play the base game on the secondary slot machine 20 only in the method taught by Vancura (US 6,033,307).

The present invention teaches a method for operating the coin actuated entertainment automat where one coin actuated entertainment automat or several coin actuated entertainment automats connected into a communication network are used for

playing a game. There is no primary or secondary automats in the method disclosed according to the present invention and a base game and a supplemental game can be played and are being played on each coin actuated entertainment automat disposed in the communication network. Thus the coin operated entertainment automats according to the present invention allow to play both the standard game and the bonus game on the same automat. The combining of the coin actuated entertainment automats to a communication network is performed through a communications board 20 where an individual address number is defined for each coin actuated entertainment automat. The coin actuated entertainment automat with a master function in the communication network is determined. The master function consists of controlling the functioning of the communication network (specification, pg. 2, ln. 48 through pg. 3, ln. 48). There is no difference in construction or connection between the coin actuated entertainment automats in the communication network; any one of the coin operated entertainment automats can assume either the master function or a slave function. In contrast to the method taught by Vancura (US 6,033,307) where the base game is held on the primary slot machine and the bonus game is held on the secondary slot machine in the method of the present invention the base game and the supplemental game are played on the coin actuated entertainment automat with the master function and on the coin actuated entertainment automats with the slave function. It is evident from above mentioned that the coin actuated entertainment automat with the master function of the present invention is not the same as a primary slot machine 10 of Vancura (US 6,033,307) and that the coin actuated entertainment automat with the slave function of the present invention is not the same as the secondary slot machine 20 of Vancura (US 6,033,307). The present invention teaches a method where it is not necessary to have two separate gaming machines for playing the base and supplemental games as it is required in the teachings of Vancura (US 6,033,307).

Applicant concludes that the differences between the method and construction of the present invention and that of Vancura are like those of the proverbial apples and oranges.

Reconsideration of all outstanding rejections is respectfully requested.

Entry of the Supplemental Amendment filed March 18, 2002 and of the present amendment into the file is respectfully requested.
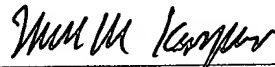
The claims under consideration are believed to clearly define the present invention over the teachings of Vancura.

Entry of the present amendment is respectfully requested. All claims as presently submitted are deemed to be in form for allowance and an early notice of allowance is earnestly solicited.

Respectfully submitted,

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MARKED UP VERSION OF SPECIFICATION

Page 8, second paragraph bridging page 9:

The device groups required for operating a coin actuated entertainment automat 1 are illustrated as a block circuit diagram in figure 2. The entertainment automat 1 comprises a symbol game device 2 comprising a picture screen tube or, respectively, a flat picture screen, by way of which symbol combination are presented, wherein a winning value of different level is coordinated some of the symbol combinations. The symbol game device 2 is connected to a control unit 7 by way of an intermediary of video controller 6 having a symbol memory storage. The control unit 7 of the coin actuated entertainment automat 1 comprises a microcomputer 8 with the calculating circuit 9, a control circuit 10 and accumulators 11. The programs such as pseudo random number generator program, winning value recognition program, display control program, and winning plan program required are contained in a fixed value memory storage (read only memory ROM) 12. The <u>determined pseudo random numbers</u> for each entered game [determined pseudo random numbers] are intermediately stored in an operating data memory storage (random access memory RAM) 13. In addition obtained values are registered in credit balance counters and other counters in the operational data memory storage (random access memory RAM) 13.